

Check List High Jump

Read over High Jump and general field event guidelines.

Contestant meeting---After contestants have checked in, call them up and go over 1-7

1. **Uniform rule**- check uniforms (See general guidelines for uniform rule)
If a contestant is wearing an illegal uniform make them remove it (without delaying the meet) an allow them to jump. Record the time of the violation and report it to your referee the first time is a warning the second offence will result in an event disqualification.
2. **Jewelry**—Jewelry is OK this year.
3. **Electric devices**-No electronic devices: cell phones, video, audio, I pods, CD, radio etc in the competition area. **Use of these devices will result an event disqualification.**
4. **Jumping order** Read off jumping order and how you will call them up. (Jones up Smith on deck Lopez in the hole) You may use 5 alive if you have a large number of jumpers (call for your referee if you are not familiar with this process.)
5. **Excused for another event** If a contestant needs to go to another event you may change the jumping order to let this contestant jump before they leave. If this is not possible you will have to wait for them to return. **Do not raise the bar** if you have a contestant that still has a jump at that height.
6. **Warm up jumps**- No warm up jumps once the competition starts unless a contestant has passed 3 consecutive heights. They will be permitted one warm up jump without the bar in place.
7. **Spike length** 1/8 inch

Make sure you:

Jump standards-Mark location of jump standards with tape or chalk.

Measurement-Measurement shall be to the nearest lesser ¼ inch.

****Do not rewrite names on event cards. Use spaces provided.**

Ties- Call for your referee to break ties.

****** Any problems or questions call for your referee**